

this is

BARKER

@ really good

ZINE

#1

April 12, 1980
by DAVE BARKER

Greetings, fellow Diplomacy player. I am Dave Barker, an enthusiastic hobbyist who has decided to take the plunge and publish a zine of my own. This is issue #1 and will largely be an introductory issue. I hope that you the reader, will like what you see enough to subscribe. Your feedback is most definitely wanted; there is always room for improvement.

This zine will feature play-by-mail DIPLOMACY games and articles relating to them and the play of Diplomacy. Regular features will include a QUESTION AND ANSWER page (on which Barker will answer any hobby related questions), a special PUZZLE page (which will often feature prizes), a special feature on how to play Diplomacy that will be entitled "THE BARKER STYLE OF PLAY", another special feature entitled "THE BARKER SKETCH BOOK" in which I will give you my impressions of some of the more prominent members of the hobby via a sketch, and finally we will have the GAMES themselves, which I confidently expect to be the best run in the hobby. More about the games later and their special unique qualities.

It is my hope to quickly build up a very large subscriber base (which should not be hard to do, considering the quality of my publication) and to get several games in progress within the next few months. The zine will be published once every four weeks and will generally run about 10-12 printed pages. To a certain extent, this publication will be patterned after VOICE OF DUMB DOOM, which I regard as a very good publication--in spite of the fact that Brux is somewhat of a prick.

BARKER is a journal of postal Diplomacy published every four weeks by Dave Barker, 2050 Gillilan St., Placentia, CA 92670. Phone (714) 528-5341. Subs are 13 issues for \$10.00. Openings are available in regular Diplomacy. Standbys are wanted. There are no gamefees for persons who maintain a sub and agree to be on our standby list. If you do not agree to standby--there will be a \$5.00 gamefee--refundable if you finish out the position without dropping.

DIPLOMACY IS A REGISTERED TRADEMARK FOR A GAME INVENTED BY ALAN B. CALHAMER AND COPYRIGHTED BY AVALON HILL.

I am Dave Barker, 22 years old, born and raised in St. Paul, Minnesota but a resident of California for the past two years. I am a student at California State University, Fullerton in (would you believe) Fullerton, California. I have been playing Diplomacy for just a year, but (as my playing record will attest) I am an excellent player. I come from a wargaming background. Those of you who subscribe to Avalon Hill's GENERAL will notice that I am consistently listed as an area TOP RATED PLAYER. In fact, I am so good at games like RUSSIAN CAMPAIGN (for instance) that I have never been beaten!

FEATURE 1: THE QUESTION AND ANSWER COLUMN

In future issues, dear subscriber, I will attempt to answer any question that you put before me in this column. Questions may deal with the publication and policies of BARKER itself, with the play of Diplomacy, or with any hobby personalities. Or, anything you might want to ask.

For this issue, I have posed some hypothetical questions that might be in your mind and have provided the answers. After that introduction, let's get to the questions.

Question: What is Barker?

Answer: BARKER (I would prefer you capitalize when referring to the publication) is the newest Diplomacy zine.

Question: But why is it called BARKER?

Answer: And why not? It is published by Dave Barker (lower case is alright if you refer to me!) and to a large extent will be about Dave Barker (promoting his ideas, personality, etc.)--BARKER seemed to be as good a name as any, and better than most.

Question: How will BARKER be different from other Diplomacy zines?

Answer: Not much different, just a little bit better.

Question: How much does ~~Barker~~ BARKER (excuse me!) cost?

Answer: The basic rate is 13 issues (one year) for \$10.00.

Question: Isn't this a bit high?

Answer: Not really. Not when you consider that games are free and that BARKER will contain a lot of bonuses that you are not used to getting in an ordinary Diplomacy zine.

Question: How often will BARKER be published?

Answer: Once a month and very promptly. By comparison, I will make WHY ME appear to be slow.

Question: How about games?

Answer: Initially BARKER will run six games of regular Diplomacy. All will be unique with rules slightly modified for the particular game. These will be covered in detail elsewhere in this issue.

Question: What about game fees?

Answer: There are none. That is none for persons who agree to be on my standby list. For persons not agreeing to standby, there will be a \$10.00 returnable game deposit. Returnable after you complete the game without dropping your position.

Question: Can you play in two or more games?

Answer: Perhaps two. Initially, I will limit play to one game per person, until enough people have an opportunity to get into a game. If the games do not fill up quickly--within the first three months--you may play in two.

Question: Why is BARKER only printed on one side of the page?

Answer: A very good question. This is an introductory issue and I wanted you to see what the full sized issue will look like. In the future we will have at least five full-size pages, printed on both sides. Of course a great deal of the content will be filled up by games.

Question: What can I expect in BARKER besides games?

Answer: There will be several monthly features such as the QUESTION AND ANSWER column, The BARKER STYLE OF PLAY, BARKER'S SKETCHES, the PUZZLE page, etc.

Question: Anything else?

Answer: From time to time we will have special features that will be particularly worthwhile to the reader.

Question: Could you give me a for instance?

Answer: O.K. There is one that is going to particularly delight most of you. I am going to publish a nude centerfold of Kathy Byrne in issue #3 or #4. I have received a very nice glossy from John Caruso. My printer tells me that he can screen it and then offset print it at a fairly reasonable cost and it should come out very well--but alas will not be in color.

Question: Wow!

Answer: Amen!

Question: Any other questions?

Answer: If you have any other questions, do not hesitate to write, I will be very happy to answer them in a future issue.

-- Dave Barker

FEATURE 2: THE GAMES

Have you noticed how many zines give their games names? In Volkerwanderung you will have a game named something like "Cutzar" (whatever that means), In Voice of Doom a game will be named after some cosmic phenomenon such as "Black Hole", or in Dragon and the Lamb games receive names like "Samurai". Well in BARKER we are going to give the games names too. We are going to name them after three famous and three infamous Diplomacy personalities. (For the time being the reader will have to decide which is which.) Each of these games will have one or two slightly unique rules that will befit the personality of the namesake. Great idea huh?

The description of the games follows. Look them over carefully. Remember, when you subscribe and sign up for a game to give the choice of the game you want to be in. It is advisable to give 2nd and 3rd choices. Also give a country preference list.

Well here they are:

Game 1. THE BRUX

Named in honor (dishonor?) of Bruce Linsey. This will be played by

regular rules and will be identical to any other game, except in one respect. Ever so often, the GM will have the option to throw any one player out of the game (for no reason whatsoever) and have him replaced by another player. In so doing (throwing a player out) no consideration will be made of the players position (good, bad or indifferent) and the action will be strictly at random. If Matt McKibbin signs up for this game however, he will be immune to the possibility of being thrown out of the game (since Matt has already been thrown out of a game by Brux --for no reason at all).

Game 2. THE GIBSON

Named in honor (dishonor?) of Curtis Gibson. This will be a mass interference game. Interference by persons not a part of the game is not only allowed, it is encouraged! Non-players of the game are also welcome to write press for the game (black, grey or any other color). Other than this provision, this game will be played strictly by our normal house rules.

Game 3. THE REGES

Named in honor (dishonor?) of Craig Reges, the champion of the novice player. This game will be played entirely by our normal house rules, but will be open to novice players only. A novice player is defined as any player who has not played Diplomacy by mail in a previous game, or has not finished a game and does not have more than three (3) game starts to his credit.

Game 4. THE OAKLYN

Named in honor (dishonor?) of Bernie Oaklyn and several other people (Buddy Tretick, James Alan, etc.). This game will be played entirely under our normal house rules, but each player will be playing under an assumed name. The true identities of each player will not be revealed until the game is ended.

Game 5. THE KOVALCIK

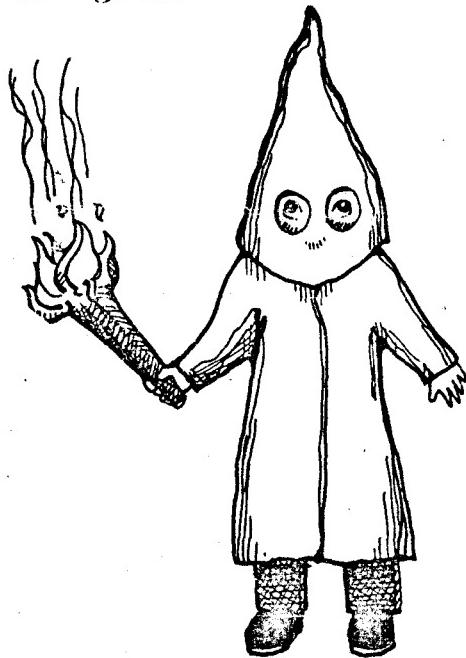
Named in honor of Richard Kovalcik, Jr., the erstwhile publisher of Tetracuspid. Players in this game will each have a very special option. They may each request and be granted once (and only once per player) the opportunity to have a season replayed. This can be a great advantage if used at the proper time--just after a disastrous season, or to rectify an NMR! This policy is regularly employed in Tetracuspid and readers seeking further games of this type should look there for them.

Game 6. THE ARNETT

Named in honor of Bob Arnett (the Grand Volker), the erstwhile publisher of Volkerwanderung. This game will be played by all normal rules (our house rules) except for the added provision that in any fall season a player can order the disbandment of any of his units--which can then be rebuilt in the winter. This rule is a special favorite of Bob Arnett who has pointed out the potential strategic advantages in several articles in his zine.

FEATURE 3: THE BARKER SKETCH BOOK

This is the section, where I will each month display my sketches of my impression of some of the hobbies better known personalities. Next month, I plan to sketch Mark Berch, Brux, John Boardman and Curtis Gibson. Here goes.



1. Bob Arnett, the Grand Volker himself (at left). Actually Bob is a stodgy old man with a racist outlook on life and an inflated ego!



2. Kathy Byrne, the hobbies sweetheart. Lives with John Caruso; has secret affairs with Bruce Linsey; allows John Michalski and Dave Angulo to look up her dress. Bob Arnett sends her kisses. She has one redeeming quality, however --she detests Jack Masters



3. Jack Masters (at right). A self-opinionated, overgrown lunkhead. Much overrated as a player. If you draw into a game with him, you are lucky --he is easy pickings.



4. Al Rodriguez (at left). Al spends a lot of time in the Bakersfield jails (since the Buckalew Bros. Bondsmen no longer go his bail. If you could serve a jail term for lying to an ally; Al could serve 97 consecutive life terms.

MONTHLY DISCOVERY: BARKER CONFESSES

For those of you who are curious! Yes I (DAVE BARKER) really am responsible for the Christmas "fake" Volker. I also did last years "fake" Passchendaele. I was practicing for this, my own, publication.

FEATURE 4: THE DAVE BARKER STYLE OF PLAY

This section will be a monthly feature. Each month we will give you a valuable hint on how to improve your performance in Diplomacy play. You may eventually be almost as good as Dave himself.

A. The pregame alliance.

A very effective but valuable method of gaining an advantage in a game is to have a pregame ally. The easiest method of doing this is to have a friend, who you know will ally with you, sign up for a game in the same zine as you at the same time. Reliable GM's will not allow this, if they know about it, so keep it on the mum. Sometimes a GM will not allow two players from the same city or state to play in a game together. There are always ways to get around this. For instance, if you are in school such as I am, you may want to have a school mate sign up for a game with you--but you know that if you both use the same school address (e.g. if you are in the same dorm together) you will never get away with it. In this case, let your friend sign up using his home address which may even be in a distant state. His parents can forward his mail and there may only be minor problems. I have gotten away with this by having a friend use his parents address in a nearby city to Fullerton. (E.g. Anaheim, which is really not very far away at all.)

The pregame alliance can get you off to a fast start. Your friend will probably trust you implicitly and you can stab him in the mid-game at just the right moment. Do not overlook this technique, it is a very effective way to win a game or two.

Next month, I will discuss the BARKER red herring tactic to use if your subterfuge (the pregame alliance) is discovered. Don't miss it.

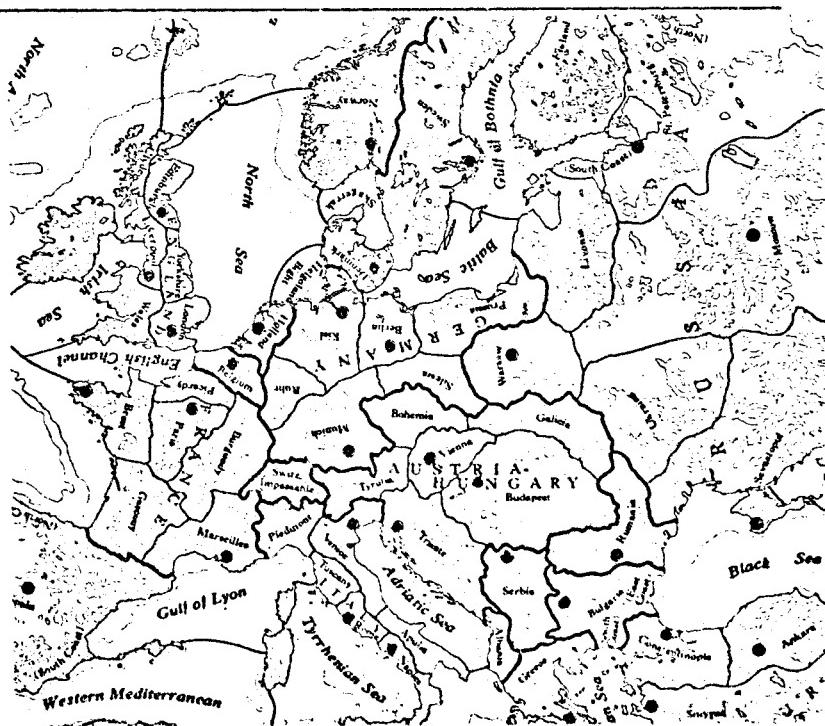
FEATURE 5: THE PUZZLE

Printed at right is a section of a standard Diplomacy conference map. Outside of one minor graphic-al alteration it is completely normal. This minor graphic alteration, however, would drastically effect the play of a game on this map.

Can you discover what has been changed on this map?

The first person to get to me with the right answer will get a free years sub to BARKER.

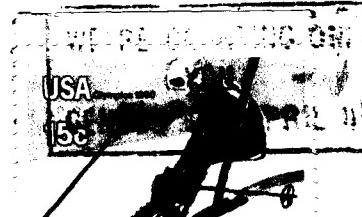
And, because Mark Berch thinks he is so damn smart, anybody who gets the right answer to me before Mark Berch does--will receive a single free issue of BARKER added to his sub!!!!



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- Sample
 Want to sub?
 Please plug for me!

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